MOON PRESTA

7800™ Game Manual

ATARI is a register[illegible] Atari Interactive, Inc.
Programmed by Ro[illegible] Nichibutsu ©1980
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AtariAge

Getting Started

1. Insert the Moon Cresta™ cartridge into your ATARI ® 7800 ™ ProSystem as explained in your Owner's Manual, and turn on your console
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players
3. Press [Select] or move the controller handle left or right to choose a one or two-player game and select the skill level: Easy, Normal or Hard
4. Press [Reset] or the left controller button to start the game
5. Press [Pause] to pause the game, press it again to resume play
6. Moving the controller handle left or right will cause your ship to move in the same direction. Use the fire button to shoot at the aliens

Playing The Game

Each round consists of ten waves of aliens, and two sets of docking sequences (provided you have a ship left to dock with). Every two waves of aliens have different entrance sequences, attack sequences, and point values.

After you eliminate the first four waves of aliens, if you have any ships in reserve you will be given an opportunity to dock with your next ship. Successfully docking gives you increased firepower, but also gives the aliens a bigger target to aim for. You are given another chance to dock after the next four waves of aliens (again as long as you have another ship in reserve).

Skill Levels

As you pass each round of ten waves of aliens, the game play starts over, and the difficulty increases. The aliens are more and more likely to re-emerge from the bottom of the screen after passing the player's ship. The attack patters become more varied and difficult to maneuver around.

On the 'Easy' Skill level, the aliens are slower, and start out unable to re-emerge under the player's ship once they pass below it (re-appearing at the center of the screen instead).

On the 'Normal' skill level, the aliens move at the standard speed, and increase how often they re-emerge under the player's ship after passing below it.

On the 'Hard' skill level, the aliens again move at the standard speed, but they often re-emerge under the player's ship after passing below it. Attack patterns are much more varied and unpredictable. After the first round, the final alien in each wave moves much faster.

Scoring

50 points—

30 points—

60 points—

200 points—

100 points—

Successful docking— Varied, depends on time left and the ships docking:

⇒ Docking ship I with ship II or III—100 points per second remaining
⇒ Docking ship II with ship III—200 points per second remaining
⇒ Docking ships I and II with ship III—300 points per second remaining

EXTRA TURNS

Get a fresh stack of three ships (after depleting your starting three) when you reach 30,000 points.

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